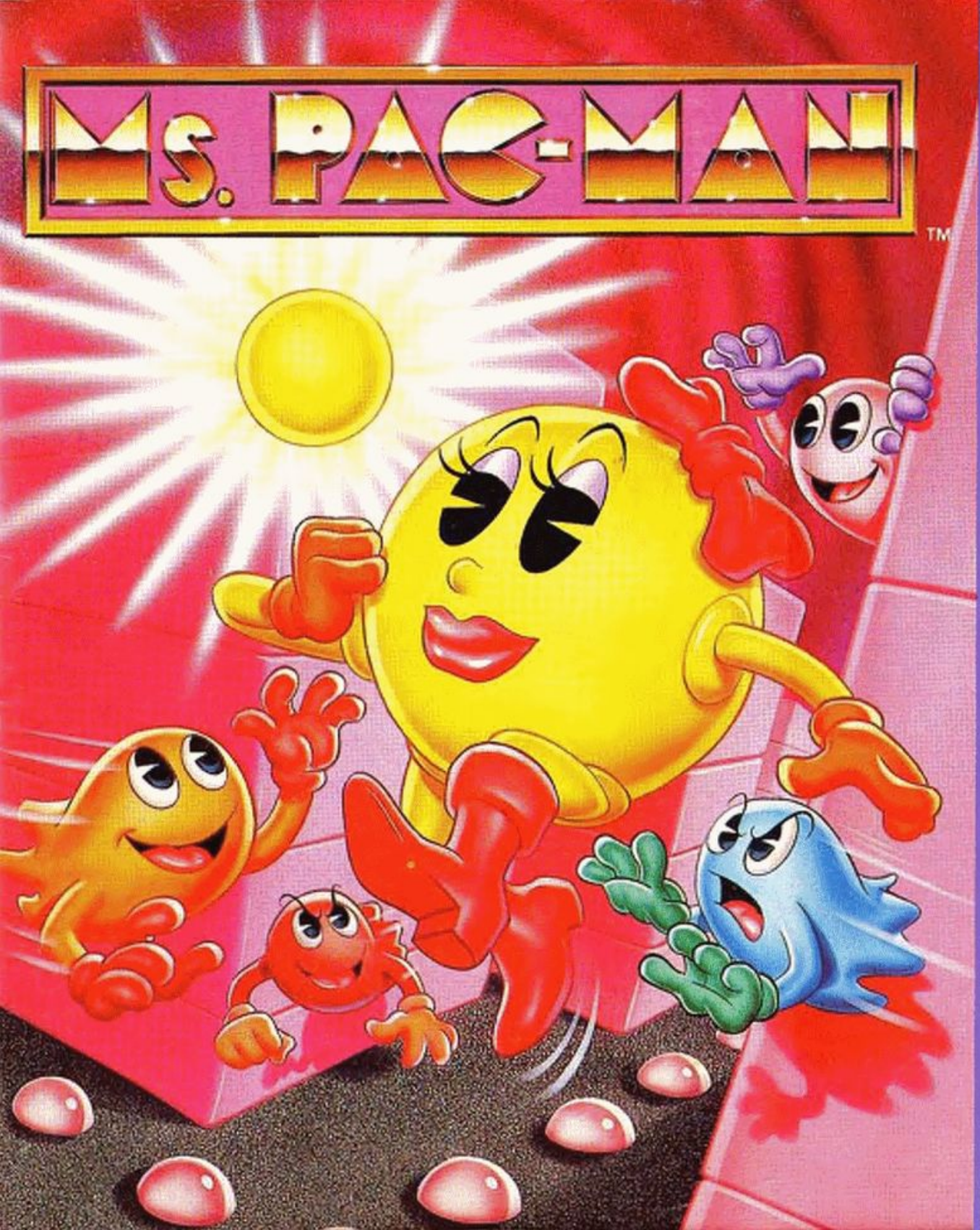

NES-M9-USA

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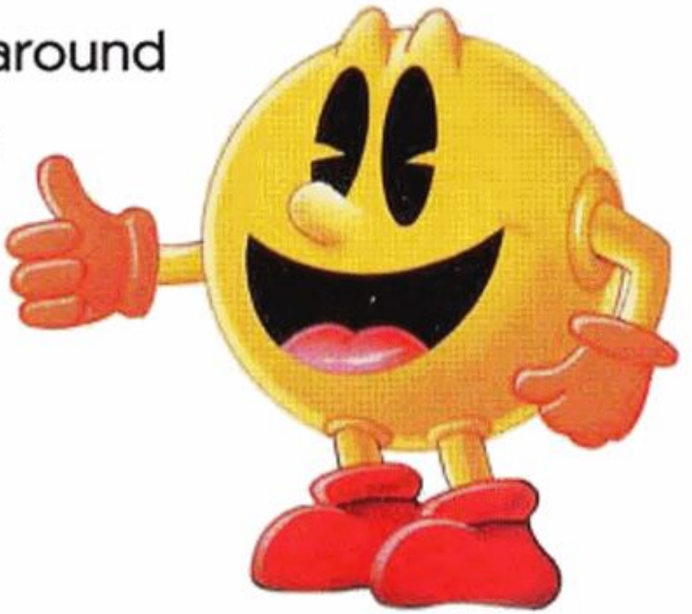
INSTRUCTION MANUAL

GHOSTIES. . .YUM, YUM!

Who's the best ghost gobbler? Ms. Pac-Man or Pac-Man? This is your chance to prove your point. Race around the four mazes scarfing pellets in pursuit of the perfect score. For the ultimate challenge go head-to-head with a friend in no holds barred chow-down challenge.



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Official Nintendo Seal of Quality®

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

SAFETY PRECAUTIONS

Follow these suggestions to keep your **Ms. PAC-MAN** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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GETTING STARTED

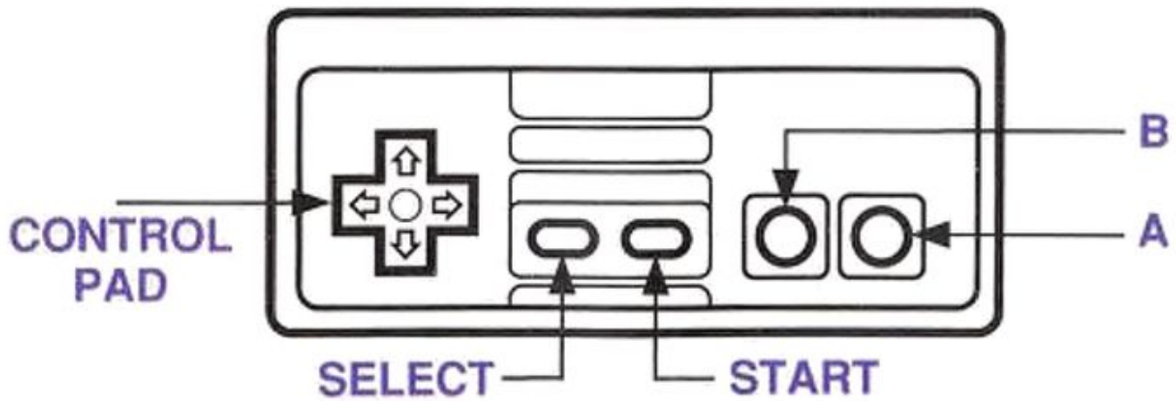
1. Insert the Ms. Pac-Man Game Pak into your Nintendo Entertainment System®.

2. Turn on your Nintendo Entertainment System. In a few moments, the Ms. Pac-Man Title screen will appear.

3. Press the Start button to begin the one player game.
(For two players read the Starting a Two-Player Game section.)

CONTROL

Read this section to learn all the moves!



Start button: Press to pause during game play.
Control Pad: Press to move Ms. Pac-Man through the maze.
A button: No function.
B button: No function.

TWO-PLAYER GAME

Ms. Pac-Man has a 2 player feature just like the arcade original. Players take turns competing for the highest score in non-stop Ms. Pac-Man ghost chomping action! Player one is Ms. Pac-Man and player two is Pac-Man. Find out who is the ghost chowing czar!

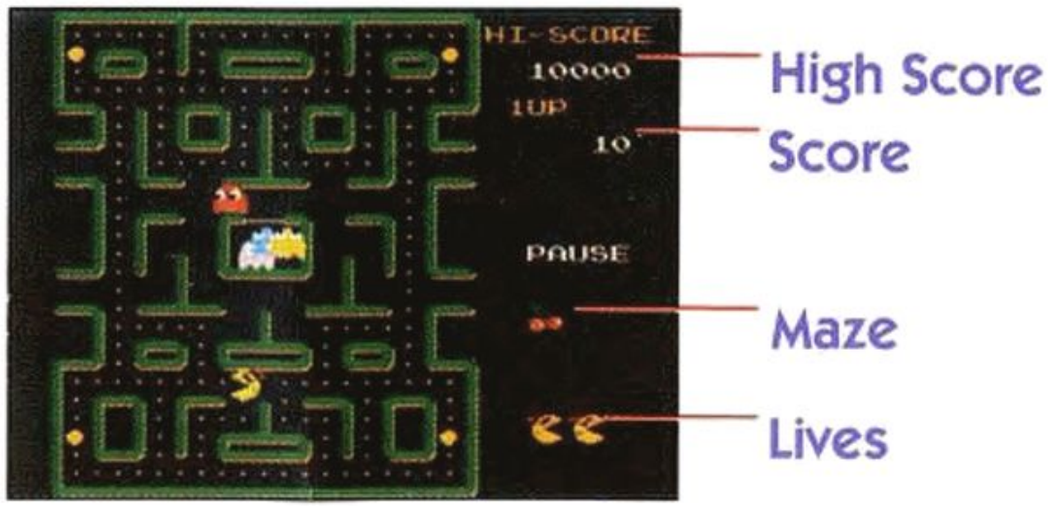
1. From the Title screen press the Select button to highlight 2 Players.

2. Press the Start button to begin the two player game.

THE GAME SCREEN

One Player Games

All the important information is on the right side of the screen.

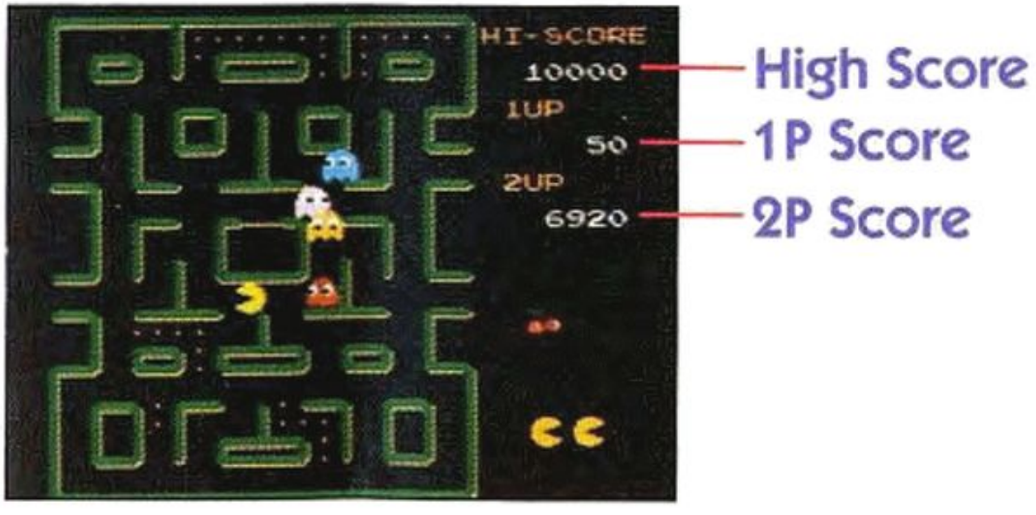


High Score: Indicates the current high score.
Score: Indicates your current score.
Maze: Indicates the current maze.
A fruit is displayed for each maze.
Lives: Indicates remaining lives.

THE GAME SCREEN CONT.

Two Player Games

Keep an eye peeled on your buddy's score so you can tell who the Pac-champion really is.



High Score: Indicates current high score.
1P Score: Indicates player one's current score.
2P Score: Indicates player two's current score.

- When each player is up, their round and lives remaining will be displayed just like the one player game.
- Player two will play Pac-Man!

RULES

Short and simple

- Your goal is to clear each maze by eating all the pellets.
- You start a game with 3 Ms. Pac-Man lives.
- When a ghost catches Ms. Pac-Man, she loses a life.
- If Ms. Pac-Man loses all her lives the game is over.

TRICKS AND TREATS

Use the tricks and treats to your best advantage to fool the ghosts and grab high scores!

Power Pellets: Eat a Power Pellet and you'll have the power to gobble ghosts! You can only eat ghosts when they change shape and color.
The power pellets only take effect for a limited time so you'll have to eat and run. Ghosts start flashing before they turn back to their normal color, so watch out!

Fruit Treats: Fruits appear twice in each maze. Scarf them down for big bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels: Go through these tunnels and you'll shoot out on the other side of the maze. Use them to zip around and lose a ghost that's hot on your tail.

SCORING

The more you eat, the more you score! If only life was that simple!

Pellets: 10 points

Power Pellets: 50 points

Ghosts: Munch ghosts for big points. The more you eat the more they're worth!

First ghost	200 points
Second ghost	400 points
Third ghost	800 points
Fourth ghost	1,600 points

Fruit: More mazes, more points!

Maze 1, Cherry	100 points
Maze 2, Strawberry	300 points
Maze 3, Orange	500 points

Extra Life: You gain an extra Ms. Pac-Man at 10,000 points. Keep eating and you'll get more!

HINTS

- You move faster through paths that you've already cleared of pellets.
- The more mazes you clear the faster the game becomes. Your Power Pellet will wear off sooner as well.
- Trick the ghost by leading them away from section you want to clear. Then dash back and chow down the dots.
- Watch out for sneaky ghost tricks!

CARING FOR YOUR GAME PAK

1. Use your Game Pak in a Nintendo Entertainment System only.

2. Always make sure the Nintendo Entertainment System's power is off before inserting or removing the Game Pak. Insert the Game Pak firmly into the Nintendo Entertainment System, but don't force it.

3. Never touch the terminals on your Game Pak. Before inserting it into your Nintendo System, check if for dust. If your Game Pak is dirty, clean it with a soft, dry cloth.

4. Don't try to take your Game Pak apart. Don't bend it, crush it, or let it get wet. Keep it safe from direct sunlight, high heat, and extreme cold. Store it in its protective case when it's not being used.

LIMITED WARRANTY

Namco Hometek, Inc. warrants to the original purchaser that this Namco Hometek, Inc. Game Pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek, Inc. will repair or replace the defective Game Pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek, Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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